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[illegible]

An image data generator of this game apparatus generates, in a combat state, combat image data to display player's combat elements that executes a combat and opponent's combat elements fighting with the player's combat elements on the display unit in real time. This game comprises a distance detector that detects a distance between the player's combat element and the opponent's combat element at the time of changing a normal state to the combat state, and displays an initial image at the beginning of the combat state in accordance with the distance therebetween.